

Packaging for PC

If you need VR Project settings can be found [here](#).

Getting Started

The documentation, listed below, is extremely helpful to help configure your project for packaging. The article below does not cover optimizations, advanced packaging, or the build tools needed to compile the project (those are listed below).

In this field, you will find many synonyms for workflows, tools, etc. **Packaging** in Unreal is also referred to a **Build**, an **EXE** (Windows), an **APK** (Android), an **App** or **Application**, or a **Distributable**.

Packaging Tools Needed

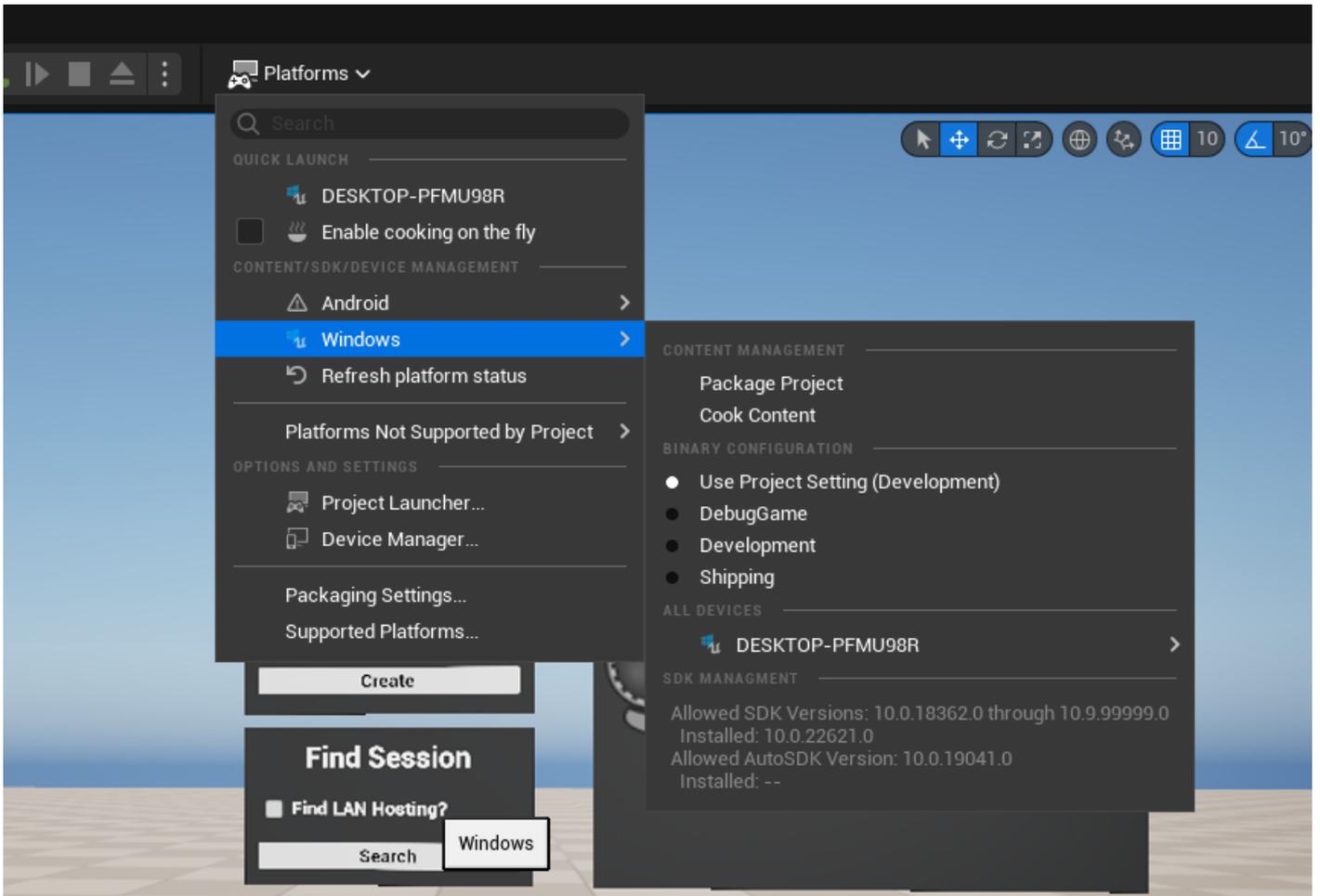
Visual Studio 2022 will need to be installed, along with the following **components/workloads** from the Visual Studio Installer. Generally, these packages are already installed on SCiL workstations.

- Install .NET SDK Framework 4.6.0 or higher
- Install NET SDK (includes .NET 6.0 and 7.0 Runtime)
- Desktop development with C++ **[Workload]**
- Game development with C++ **[Workload]**
- <https://dotnet.microsoft.com/en-us/download/dotnet/thank-you/runtime-desktop-3.1.31-windows-x64-installer?cid=getdotnetcore>

Unreal Engine Documentation:

https://dev.epicgames.com/documentation/en-us/unreal-engine/packaging-unreal-engine-projects?application_version=5.4

Menu to package a project:



For **5.3** users, you may have a lower resolution build. This can be solved by going to **Project Settings/Rendering/Default Screen Percentage** and changing the options to **Manual** and percentage to **100.0**

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